

# SKYREALMS OF Jorune™

Presents  
SEGMENT JORUNE



Welcome to Segment Jorune! To fully recover after GenCon, we've trimmed our length this month to four pages. We'll return to our eight page format with the next issue of White Wolf.

A long awaited piece of news: Earth-Tec Jorune is out and available in stores. This book covers devices found in the underground Earth-Tec caches, tec-tons (robots from Terra), power stations, energy weapon technology, and Bio-Tec. For real technology freaks, we've included details on the construction of the Jorune colony and some corporate logos.

The Bio-Technology in Earth-Tec Jorune will be followed up by essays in Segment Jorune. The ideas are different from the main stream bio-tec found in most role-playing games and the flavor is definitively Jorune. Please send feedback especially what topics you'd like covered in greater detail.

Our featured articles this month include:

1. An introduction to Jorune
2. Interview with one of Earth's finest weapons designers in the 21st century, John Rieker
3. What the captain told his men about the crugar.
4. Perfect for any Encounter (six non-player characters from Jorune).

*Amy Leker's continuing essay on Iscin and Gauss will continue next issue.*

Read and remember: questions and comments are welcomed. Please address all correspondence relating to SEGMENT JORUNE to the address noted at the close of the Segment.

## A BRIEF INTRODUCTION TO JORUNE

The following are excerpts of the saga of Jorune for readers not familiar with this world. We will run background pieces from time to time.

In the Earth year 2116, interstellar travel had become a reality. New technology had paved the way for the first large-scale colonization of another planet. Unmanned probes made the selection: a planet with a gravity and atmosphere similar to our own, a planet lush and seemingly hospitable. The probes brought no information about the planet's inhabitants, but general opinion among the colony planners was that any other-worldly contact, should it occur, would most probably be benign. The colony was equipped with much research equipment, and some weaponry, although the role of the military technology was downplayed.

The first colonists to explore Jorune contacted many races; most were not apparently highly developed. The most advanced race, the shanths, showed little interest in the humans who made contact. They made it clear that they expected the colonists to respect certain boundaries in their eagerness to build

and explore.

When the eighty main colony sites were finally completed, more than 20,000 humans had come to Jorune. They expected that the much of their high-tech supplies would come regularly on shuttles from Earth. As the colonists settled in, catastrophic war broke out on Earth.

The colonists on Jorune were quick to comprehend the desperation of their situation. The supply ships they had counted on would never arrive.

The frantic colonists ignored the shanthic restrictions. They needed raw materials now that Earth supplies would be unavailable. They began to clear native Jorune vegetation. They began mining operations on lands forbidden to them. The shanths sent an emissary to warn the humans to cease their transgressions. But the humans ignored the emissary, as the shanths had yet to demonstrate any technology equal to the defenses of the Earth colonists.

The colonists sadly underestimated their hosts. Soon after humans started refining ore from shanthic lands, a wave of attacks employing energies of nearly nuclear proportions were launched against each of the eighty colony settlements. Thousands of humans were killed. In quick retaliation, the colony released biological warfare agents into the upper atmosphere. They were quite successful; over 99% of the shanths died, leaving only thousands of a once populous race.

Communication between colony sites was destroyed. It appeared that the shanths had focused their destructive energies on all uses of technology. Tools and weapons were abandoned by humans, who sealed them into caches they hoped to open when it became safe to do so.

Thousands of years have passed between the time of the human/shanthic war and present-day Jorune. Only now are the humans, forced through the past millennia to recreate their societies, finally finding the wealth of power left to them by their ancestors.

### History and Control of Earth-Tec on Jorune:

After the Earth colonists abandoned their technology, it was 3500 years before humans were to regain the feel for what tools so advanced had to offer. The first samples of Earth-Tec were discovered in caches by the Dharsage (with the help of the Thriddle), and were soon put to use in the Energy Weapons War. This sudden imbalance of power between the human and all other races was finally minimized in the year 3445 P.C., when the Accord of Klein Khodre established the Council of Ten, and the human government in Ardoth was forced to restrain its imperialistic tendencies. Since that time, items of technology have continued to turn up. The Burdothian government has expended a good deal of its resources in an effort to

control and study the old Earth technology. Some items are publicly displayed in Ardoth, as the Dharsage proudly reminds its citizens of the power wielded there. Many items have been secreted away as different plots unfold between nations and races. Earth-Tec remains uncommon and is always a sign of prestige for its owner --- unless the coveted items are needed or wanted by the government, unlicensed by a non-drenn user, or under the watchful eye of some other not-so-well-meaning agent of any number of causes or governments, mercenaries not excluded.

## Interview with Thorne

*fiction by Mark Wallace, Andrew Leker*

The following is an interview with Greg Thorne, President of Rieker, Thorn and Chular, the consulting firm that is responsible for weapons development for the upcoming Jorune colony. The interviewer is Andrew Mansfeld, a writer for Galaxy Week magazine published out of Huntsville Alabama. The interview appeared in the September 19, 2127 issue.

I: Why did you decide to start RTC?

T: Well, at the time we thought that Encompass had a fairly unrealistic attitude about the weapon's requirements for the Jorune colony.

I: What in particular?

T: Although we're still fairly certain that there are no threatening life forms on Jorune, the type of weapons that Encompass Technologies was designing were oriented towards essentially just security aboard the ship. They viewed the colonists themselves as the only serious threat to other colonists. The weapons they were developing had little or no firepower, and although we don't want to set up a colony with a threatening attitude toward other life forms, it is likely that there could be some really dangerous creatures. There are lots of other issues, like not intervening with other life forms. They're going out as observers, but they have to live there, and they won't be coming back. Putting the colonists in a position where they are endangered by their environment is an unacceptable risk.

I: And you thought it was your responsibility to do something about that?

T: Our intention at RTC is to put together practical technology that works. All three of us started out with the Encompass Plasma Weapons division, and we know what the state of the art is. There's really no excuse for sending those colonists out there without state of the art weapons.

I: Some people have raised question with your entire design philosophy. Why create weapons with such ghastly firepower when slug projectiles will do. I mean, why is it necessary to blow things up, rather than immobilize them?

T: We have been criticized for our preference against kinetic energy weapons. KE are easy to design, and very reliable, but at this time we have the technology to create plasma and beam weapons which are equally effective, and actually have a higher degree of reliability. With a plasma weapon

or a beam weapon we don't have to deal with the problem of a buildup of chemical residues. So, these weapons won't have to be cleaned and will be very low maintenance. Mean time between failure should be in the tens of thousands of hours of use. My feeling is that these systems simply won't break during normal use, any more than a flashlight would break.

I: I understand that your company is working on several non-lethal weapon designs. Could you describe them to me.

T: Well there's our electrostatic weapons which are really very similar to the weapons being used currently by police forces. The only real difference is that we believe that they are much more reliable and have much lower energy requirements. They should also require little or no maintenance compared to those used by police departments.

I: And the field ram?

T: Well, the field ram is a completely new concept in weapons design. It directs a well focused shock wave capable of knocking a man down in a fairly confined target region. It's actually a concept of Chular's, before now there hadn't really been an occasion to develop the concept.

I: What does the field ram do? How does it work in layman's terms?

T: Chular had the idea that it might be important to have a non-lethal weapon that could be used against creatures regardless of their biological structure or their nervous system. The electrostatic weapons didn't really fit the bill. Because they might be lethal or might have absolutely no effect on creatures of a different biology than earth creatures. We think the photosonic shock weapons provide more reliable, non-lethal stopping power when dealing with an alien creature.

I: I understand that you turned down the position of chief security adviser for the Colony's first landing team. Why?

T: At some point I may be interested in personally participating in interstellar travel, but a lot of the mission philosophy of the Jorune colony is something I really don't think I could be in tune with.

I: How do you think the Jorune colony will fare? Say one hundred years from now? Remember, a few centuries ago America was just a small colony of England's.

T: I feel that there is enormous possibility for expansion on Jorune, but at this point in time, I think that the mission goals for the colony need to be much better defined.

I: Answer the question.

T: I expect we'll need multiple follow up missions over a long period of time to establish any meaningful presence on Jorune.

I: Answer the question.

T: If we send more people with more resources, I think they'll do fine, but I don't think that small a colony could be self-sufficient in one-hundred years.

I: Thank you for your time. I understand you have a full scale weapons test this afternoon so I'll leave you to your work.

## What the Captain said about Crugar

*fiction by Mark Wallace*

A soldier's reminiscence of combat duty on the Temauntro Border, Crith 7, 3484.

*The mission our squad had been assigned this time looked really rough. I had only been on the West Face a few weeks. I had never even talked to anybody who had been this deep into Temauntro. We would get a few hours sleep tonight, but everyone was really nervous about what we would be up against in the morning.*

*I began to think about the Captain's lecture on crugar. It had gone straight over my head at the time, but I could see now that what he had been saying was really important...*

The Captain's lecture on crugar:

"Before we start, I want to make it clear that the content of this briefing is confidential information. You are not to discuss this information in public, you are not to discuss it with civilians. This is a summary of the essential information that the Burdothian Army has collected about crugar: their physiology, their habits and temperament, and their social structure. While parts of this summary may seem to be common knowledge, our coherent view of the crugar should be kept confidential.

"Most of you have been here on the West Face for over a week. By now, all of you have seen crugar, some of you may have spoken to crugar, but probably none of you have seen crugar in combat. A crugar in a tavern and a crugar in combat are completely different animals. Your average crugar is just as rational as most people -- don't underestimate them, they're clever, sly, and they make good decisions. In a fight, though, a crugar can become more enraged than the most temperamental of men. They become obsessed with a single-minded drive towards victory. They are often willing to risk anything, their lives or the lives of their comrades, to win a fight once it has begun.

"Don't get the impression, though, that crugar lack all prudence. First of all, they rarely pick a fight unless they're sure they can win. Also, if at some point they become convinced they will lose despite their best efforts, they will bolt without hesitation. They don't fear death, but defeat. Rather than lose the fight, they'll run, on the chance that they may get another shot at you when the odds are better.

"At this point I've drawn a fairly frightening image of crugar in combat. Keep in mind, though, that our strategist think that man for crugar, a Burdothian military unit is superior to any equally armed crugar force of the same numerical strength. There are very good reasons for this, and I want to go over them one by one.

"First, let's compare your average crugar infantryman to his Burdothian counterpart. On balance, the crugar is probably your physical equal, but he is vastly different, with different strengths and weaknesses. The crugar is probably quicker than you are: he can move faster, sprint faster. He's a few inches shorter than you, maybe a little lighter, but no less strong.

"You have the upper hand in stamina and physical constitution. A crugar may be able to sprint away from you, but stay on his trail for a few hours and you can wear him out. If you've been wondering why we've been putting all of you through this high altitude endurance training, that's what it's all

about.

"Crugar don't hold up to injury or loss of blood very well. If one of you takes an arrow in the side, we expect to carry you off the field alive. A crugar's chances aren't as good of surviving a major injury. Even minor wounds will slow down a crugar unit considerably. They are aware of this, and often leave their wounded behind. Don't be surprised if you see this in the field -- the crugar do expect to come back and get their wounded. Usually they will apply a field dressing and leave their wounded with plenty of chri root to chew on. Chri is a pain killer that can keep even a badly wounded crugar happy for a few days. It has the additional benefit that it causes any crugar that falls into our hands to talk nonsense for several days.

"It is in the area of sensory perception that you and the crugar will differ the most. The crugar are used to living in the woods and fields, so they will be more alert than most people. For instance, while a crugar's hearing isn't any more acute than yours, he's probably better at listening. If you pay attention to noises and think about what you're doing, you can hear just as well as a crugar.

"The crugar has a very good sense of smell. His nose is better than yours, so don't give him a chance to use it. If there are crugar nearby, you must be very careful about smoky fires or hot food that may give away your position. Don't move upwind of crugar, they may smell you.

"Your eyes are better than the crugar's. Their color vision is weak, and they apparently see with lower resolution than humans. They have weak depth perception, and are not good at tracking several objects at once. They are, however, very good at detecting isolated motion. What does this mean to you? One: as long as they don't smell you, there's a good chance you'll see crugar before they see you. Two: it is possible to camouflage yourself very effectively from crugar. If you stay perfectly still and blend in with your environment, they may not notice you even at close range. Some of you probably remember from basic training how difficult it was for you to see through camouflage -- it's even more difficult for crugar. Three: the crugar aren't very good with range weapons such as bows or spears. Part of this is due to their physical structure, but it is mostly due to their inferior depth perception. Because of his speed and agility, a crugar will be better than most of you in hand-to-hand combat, but your ability with bows, crossbows, of any thrown weapon will be superior to those of the crugar. Keep this in mind -- don't let a crugar close on you if you can get him at a distance."

"Well, aside from the fur and all the other obvious differences, we've discussed most of the important physical differences between you and the crugar. You should keep these differences in mind: I'm sure your combat instructors will discuss them in more detail. Don't exaggerate these differences in your mind, though, and remember that there are always exceptions: some crugar may have better vision than most humans, and some humans can sprint faster than even a crugar on all fours.

"The differences between crugar and humans that are most important to our tacticians aren't physical; but behavioral. Crugar are apparently less social than humans, and they don't cooperate nearly as well in small or large groups. All of you who are good soldiers understand the importance of following orders. Most crugar don't -- a crugar may do what is generally expected of him, but often with small variations that can foul up their plans and leave weaknesses we can exploit. A crugar commander is a good bit more likely to try

something stupid than your sergeant is. The crugar leadership recognizes this problem, which is why they usually opt for a direct assault with few complex tactics. You can take maximum advantage of this crugar weakness by always following orders precisely."

"The traditional crugar social unit is the clan. A crugar's loyalty is to his clan, often above his personal interests or even his immediate family. There are, of course, independents. We've all seen the crugar in the villages. But keep in mind that even they may sometimes have clan loyalties that are not immediately obvious. A crugar clan may be made up of anywhere from a few dozen to a few thousand crugar. Often the clans are nomadic, having seasonal camps that may move through a large area over a period of several years. They consider their hunting grounds to belong to the clan: they will always return to these grounds, and are vigilant in their defense even if they have been away for years. If hailed by crugar in crugar territory, you should make it clear that you intend to pass through without hunting or trapping. There are a few human trappers out here near the border, but they have agreements with the local crugar clans.

"It is only when several clans cooperate that the crugar mount any major military action. Recently, several clans from eastern Temauntro have mounted a joint action in an attempt to drive our settlements from the west face. That's why you're here now.

"The only crugar in recent history to overcome this clan loyalty and unite almost all of the crugar was Chaln Docha -- he almost took all of Burdoth. We hope that doesn't happen again, so we try not to alienate all the clans at once."

"That's all for today. I want you all to report to your lieutenants and regroup with your squads. Prepare for a high altitude training run at fifteen hundred hours."

### Perfect for any Encounter:

Some Humans, Muadra, and Boccord  
*gaming resource by Andrew Leker*

**Character's Name:** Nalla Man-ander  
**Race:** Human  
**Age:** 31  
**Status:** Tauther  
**Born:** 3457  
Place of birth: The city of S'nabla (S'sydra province in Lu-sail).

Nalla was born and raised in the city of S'nabla. Her family made wine from the pihl berry until the land was destroyed during the Ramian Invasion of 3472. The Man-ander family moved to the Bohod Klades in Ardoth at the end of that year and began working for Shoukt wine making klade. Their experience with the pihl berry of S'nabla was so valuable, Nalla's parents were recently moved to the Klade's headquarters in Gauss.

Now 31 years old, Nalla works for the Oriem cream klade in the Cassadon area of the Klade Bay. She works part time there (runs one of the boilers) and spends the rest of her time working toward drennship. Her most notable challisk mark came from Yan Gizer Tarsory II back in 3486 for alerting the Heridothian Consulate of a plot against Yan Gizer's life. The plan was said to be the work of Heridothian limilate runners operating out of Miedrinth. No arrests were made.

**Character's Name:** Voceridith Dern  
**Race:** Muadra  
**Age:** 26  
**Status:** Tauther  
**Born:** 3462  
Place of birth: Ardoth (South Side).

Voceridith grew up in a rough neighborhood in Ardoth's South Side. His home off of Vintch Street offered a view of street brawls, run down illidges and easy access to Ardoth's seediest kerning bay, Cobenall. It was here that Voceridith Dern met Win Tenser, Copra of Desti. Voceridith was a dyte until the age of 17. Since then he as learned much from Win, including the mastery of the "Closed Bolt," a weakened bolt of lightning blast twisted into the shape of an orb that can hold its power in stasis for several minutes. Any strong disturbance will trigger the orb's release. It can be sent to hover around target, releasing its bolt of Desti if the target moves.

Voceridith has recently become a tauther, although he has no challisk marks to show for it. He studies the tauther guide regularly, and tells friends what new things he learns each time.

The Dern family moved away from Ardoth four years ago. Voceridith stayed. He had a pet dharmee once. It died.

**Character's Name:** Jainis Halby:  
**Race:** Human  
**Age:** 25  
**Status:** Tauther  
**Born:** 3463  
Place of birth: Sychill

Jainis has a long history of nautical exploration, beginning at age 8, when he stowed away on a barge headed for the Dobren city of T'lon. This misadventure lasted four months when a hurricane left the freighter's crew ship-wrecked on the island of Sood until a Dobren searching party found them. Young Jainis took a strong liking to such outings, and vowed to continue a life on the high seas. His parents thought otherwise and implored him abandon the ocean for a life of Iscin pursuits. The family of three finally compromised - they moved to the safe waters of Ardoth on the agreement that Jainis would finish his Iscin schooling.

The yacht that Jainis bought with his graduation money has taken him far throughout Ardoth Bay. He has a favorite spot in Ellemin that he travels to each summer with friends.

Jainis now lives in Sobrin, bordering Danes. He works each day in the Port Services office of the Chell, in Port Gate. Although the pay is mediocre, he has time to sail and is attempting to complete his tothis.

### Earth/Jorune

We appreciate any feedback you may have relating to the segment. Please address all correspondence to:  
SKYREALMS/WW, PO BOX 5543, Berkeley, CA, 94705  
(415)-381-8129  
Written and produced by: Amy Leker, Andrew Leker, Mark Wallace.

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